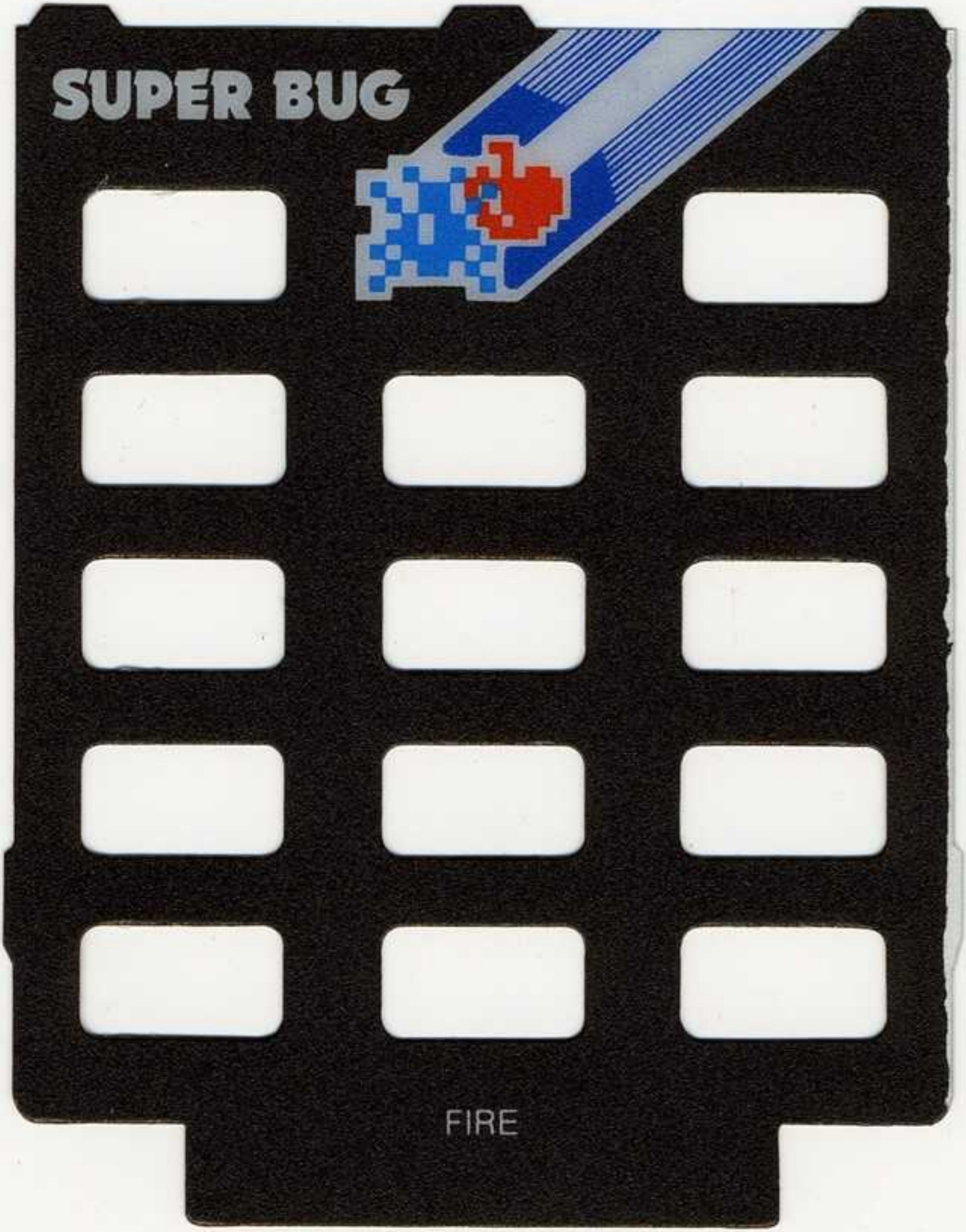
SUPER BUG
FIRE

SUPER BUG

GAME INSTRUCTIONS

MG-333

SUPER BUG

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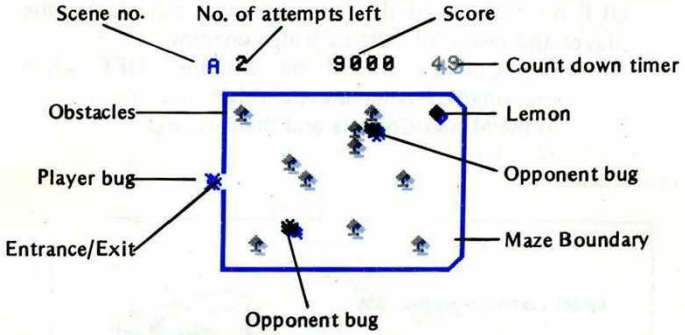
Little poor bug is extremely hungry. He gets no choice but entering a maze full of obstacles, flesh eating insects and opponents because delicious fruits are located somewhere there. Let's see how little bug can survive with his bravery and alertness!



1. GAME OBJECTIVE

The major objective is to eat up the fruits and escape out of the dangerous maze through the exit where you have entered previously within the shortest possible period of time. You are equipped with firing capability so that you can shoot down your opponents or obstacles (in some scenes only), in case they hinder your way or try to destroy you.

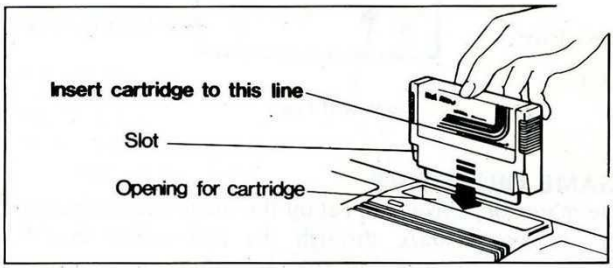
2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Instruction Manual.

a) **Insert Cartridge**

Slide the power switch of the Master Console to the OFF position. Hold the cartridge with slots facing the player and insert into the cartridge opening.

Note: The Console should be switched OFF when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.

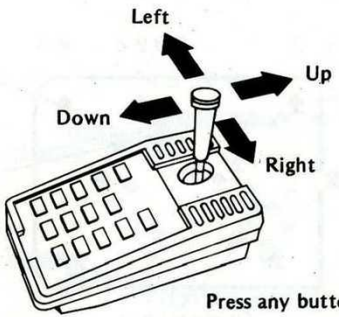


b) Hand controller

Since this is a one player game, use the left control box only.

(i) Joystick — Move this joystick to direct the corresponding movements of the player bug on the screen. The bug will stop if the joystick remains at the centre position.

(ii) Fire Button — Any button on the control box could be a Fire Button. Press one of these buttons to shoot down your opponents or obstacles (in some scenes only).

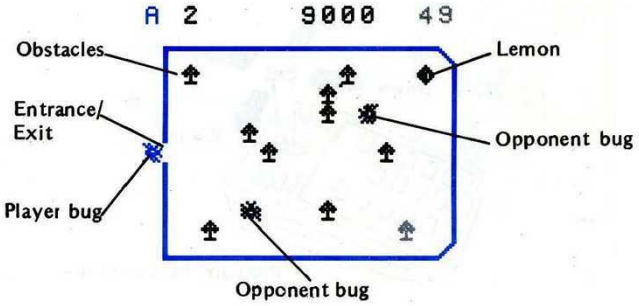


3. GAME LEVEL & SCENE VARIATION

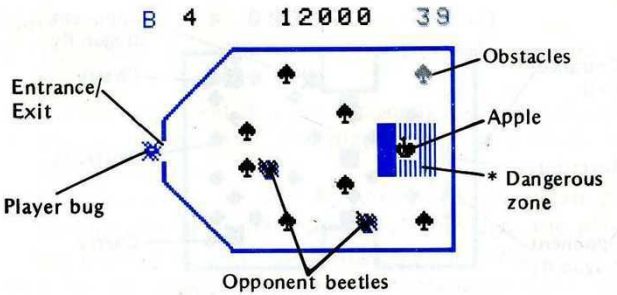
There are 3 skill levels which can be selected by activating the A Button of the console. The levels differ in the duration of the count down time as

Level 1	50 units of time
2	40 units of time
3	30 units of time

There are 5 scenes counting from A to E. On completion of Scene E, it goes back to scene A again. However, the intelligence of your opponents will increase accordingly.

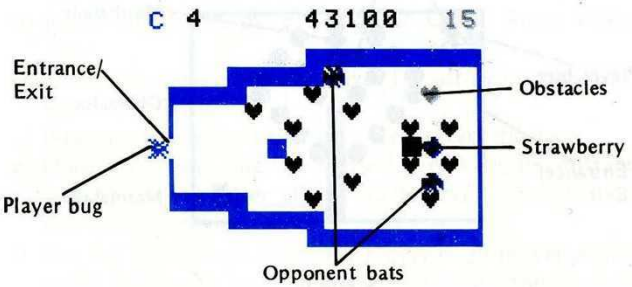


Scene A

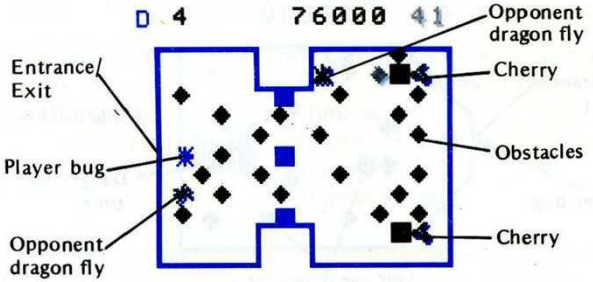


Scene B

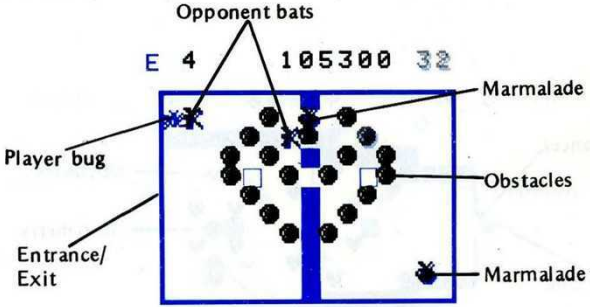
* When the player bug enters this zone, it will be disarmed and left unprotective if the opponent beetles attack it.



Scene C



Scene D



Scene E

Note

i) The player bug will be destroyed on collision with the obstacles.

ii) For Scenes A and B, your opponents can't pass through the obstacles. Also, the player bug can't shoot the obstacles down.

iii) For Scenes C, D and E, your opponents can pass through the obstacles, but to pass through, the player bug must shoot away the obstacles on the way.

iv) Both the player bug and its opponents can't pass through the boundary and partitions of the mazes.

4. START TO PLAY

a) Insert the SUPER BUG game cartridge into the console and then turn on the console as instructed by the console instruction manual.

b) Reset the game by pressing the Game Reset Button once.

c) Select the desired Game Level by activating the Game Select Button A.

d) Push the Game Start Button once to start the game.

e) Once the player bug has entered the maze, the entrance will be closed. After all the fruits have been eaten, the exit will be opened.

f) Use the joystick to direct the player bug's movements in order to get the fruits and use the Fire Button to shoot down the opponents if necessary.

g) If the player bug can't escape from the maze within the allocated time, it will vanish.

h) The scenes of each level will occur sequentially if the player bug can succeed to escape.

5. END OF GAME

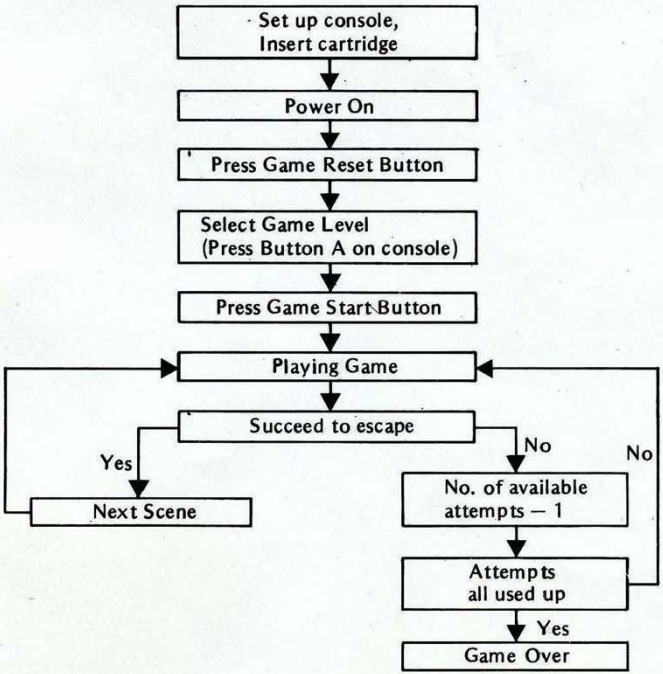
The player is allowed to have 5 attempts throughout the game. The game will be over if these 5 attempts have been used up.

6. SCORING

Condition	Marks awarded
Each fruit pattern eaten	1000
Each opponent shot down	400
Each obstacle eliminated	100

Bonus will be given to each successful escape. The added bonus will depend on the no. of units of time remained as shown by the count down timer.

7. OPERATION FLOW CHART



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